

# James Christopher C. Waniwan

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## TECHNICAL SKILLS

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- **Programming Languages:** HTML, CSS, JavaScript, C++, C#, Java, Typescript
- **Frameworks/Libraries:** ReactJS, Next.js, Tailwind CSS
- **Tools & Technologies:** Git, Supabase, Unity Game Engine

## PROJECTS

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- **Wayfarers Rest Website (Client app)**
  - Developed a full stack web application allowing users to browse and book available rooms, manage reservations, and update their profiles.
  - Built using Next.js
  - Implemented authentication and authorization using Auth.js.
  - Integrated Supabase for backend services
  - Styled with Tailwind CSS
  - [GitHub](#) | [Live Demo](#)
- **Wayfarers Rest**
  - Developed a full stack web application for managing hotel operations.
  - Implemented features such as room and booking management, dashboard for sales statistics and settings.
  - Developed using React for building the UI, React Query for data fetching and caching, React Router for routing and React Hook Form for form management.
  - Integrated Supabase for backend services and authentication.
  - [GitHub](#) | [Live Demo](#)
- **Crust & Craft**
  - Developed a simple tool for ordering pizza.
  - Developed using React for building the UI, React Router for routing and React Redux for UI state management.
  - Implemented features such as ordering process, cart functionality, and post-order modifications.
  - Integrated Geolocation API so that users can provide their location.
  - Uses Tailwind CSS for the styling.
  - [GitHub](#) | [Live Demo](#)
- **TravelSnap**
  - Developed a web application for saving locations you have travelled to.
  - Integrated the Leaflet library to implement the interactive map.
  - Developed using React for building the UI and React Router for routing.
  - [GitHub](#) | [Live Demo](#)
- **Mathrun**
  - Developed an 3D endless runner android game.
  - Built using Unity game engine.
  - [GitHub](#) | [Demo](#)

## EXPERIENCE

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### EROVOUTIKA ROBOTICS AND AUTOMATION SOLUTIONS

Module Developer Intern – Research & Development

Makati, Metro Manila  
August 2021 – September 2021

- Developed a game similar to Minecraft using the Unity game engine.
- Produced instructional materials and tutorials for the development of the game.
- Collaborated with the quality assurance team to modify and review the materials for the game.

## EDUCATION

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### BULACAN STATE UNIVERSITY

BS Mathematics with specialization in Computer Science

Malolos, Bulacan  
August 2018 – July 2022

- Active Member, Mathematics Society
- Magna Cum Laude